

CLAIMS

Sub A' 7

1. A method for interacting between participants through a network of computers, comprising:

5 analyzing successive video images received as input from a camera capturing video of at least one of the participants for an actual physical gesture made by the one participant; and

10 automatically generating a command to a software program enabling a real time communication between the participants to send a representation of the actual gesture within the real time communication.

15 2. A method for interacting between participants through a network of computers, comprising:

analyzing successive video images received as input from a camera capturing video of at least one of the participants for an actual physical gesture made by the one participant;

20 determining a state of the actual physical gesture made by the one participant;

accessing a table for an action associated with the determined state of the actual physical gesture; and

25 automatically generating a command for the action to a software program enabling a real time communication between the participants thereby sending a representation of the actual gesture within the real time communication.

30 3. A method for communicating between participants through a network of computers, comprising:

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SUB A' 7

analyzing images of at least one of the participants
received as input for an actual physical gesture;

associating each of a plurality of gestures to separate
commands of an application program interface for

5 communicating in real time between the participants; and

transmitting an associated command to the application
program interface for communicating between the
participants.

10 4. A computer system having means for interacting
between participants through a network of computers,
comprising:

means for analyzing successive video images received as
input from a camera capturing video of at least one of the
15 participants for an actual physical gesture made by the one
participant; and

means for automatically generating a command to a
software program enabling a real time communication between
the participants to send a representation of the actual
20 gesture within the real time communication.

5. A computer system having means for interacting
between participants through a network of computers,
comprising:

25 means for analyzing successive video images received as
input from a camera capturing video of at least one of the
participants for an actual physical gesture made by the one
participant;

means for determining a state of the actual physical
30 gesture made by the one participant;

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Sub Aⁱ 7

means for accessing an associative mapping for an action associated with the determined state of the actual physical gesture; and

means for automatically generating a command for the
5 action to a software program enabling a real time
communication between the participants thereby sending a
representation of the actual gesture within the real time
communication.

10 6. The system of claim 5 wherein the associative
mapping is a table.

7. A computer program, on a computer readable medium, having computer readable program code means for enabling an interaction between participants through a network of computers, comprising:

means for receiving input from image processing code
means identifying an actual physical gesture made by one
participant; and

20 means for automatically generating a command to a software program enabling a real time communication between the participants to send a representation of the actual gesture within the real time communication.

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[illegible]